

GAME BOY ADVANCE

AGB-BULE-USA

ULTIMATE SPIDER-MAN™



INSTRUCTION BOOKLET

MARVEL™

ACTIVISION®

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THE GAME BOY® ADVANCE OR
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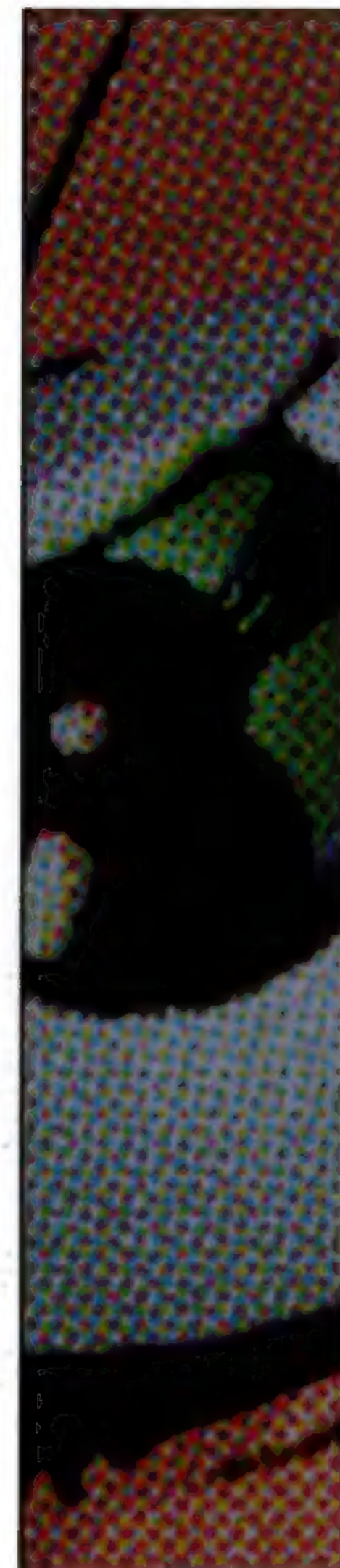
EVERYONE
Cartoon Violence

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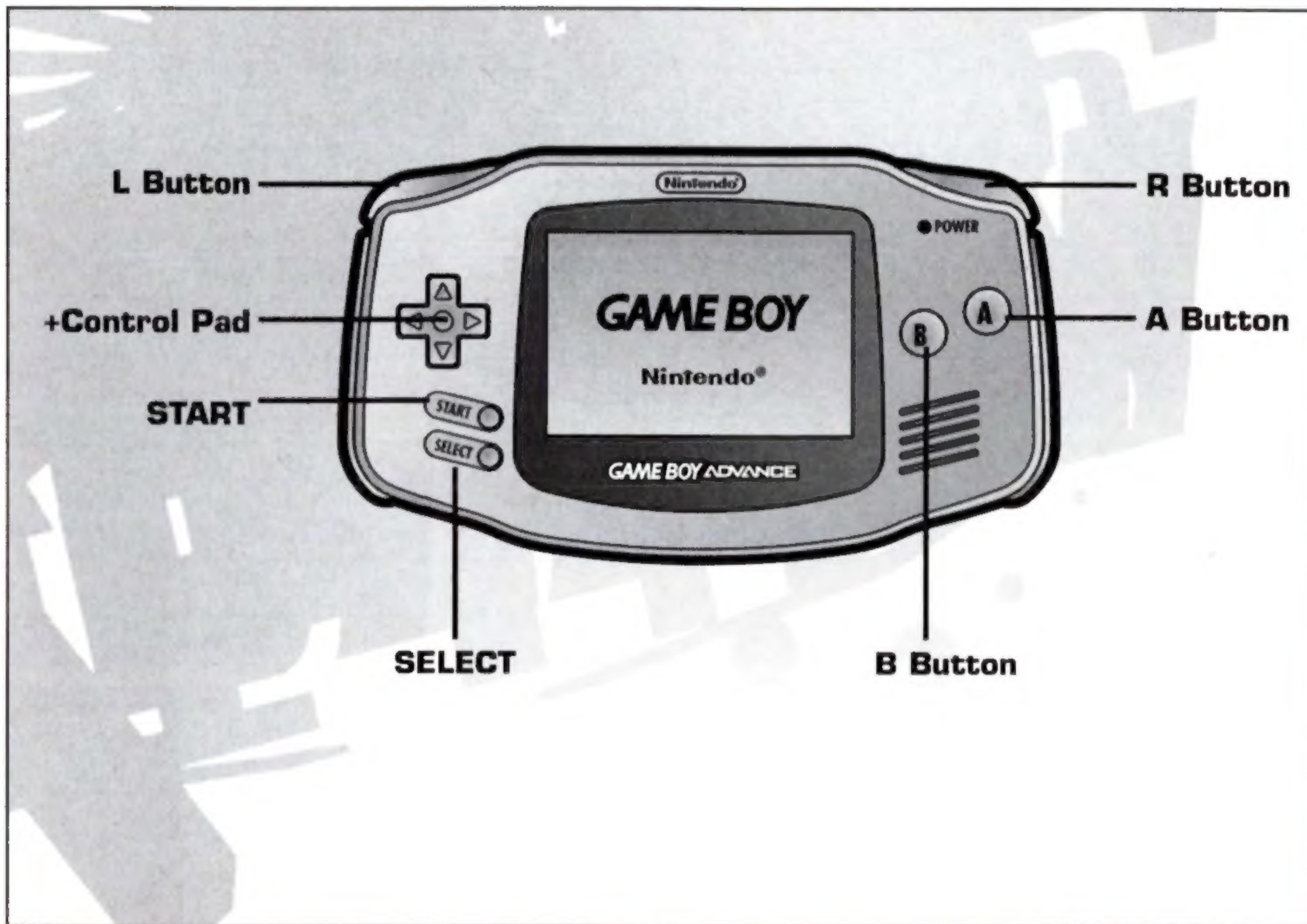
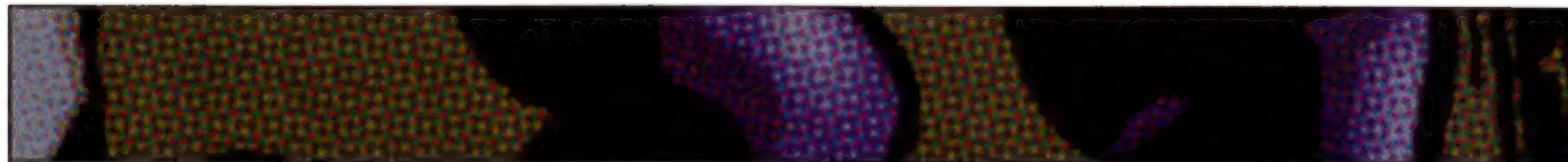
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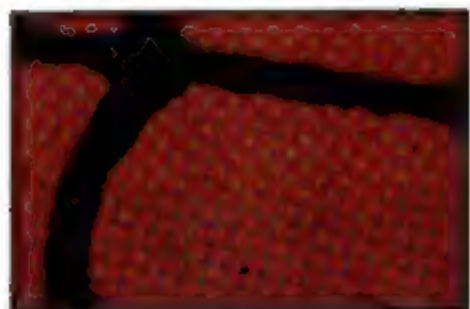


GETTING STARTED

1. Insert the *Ultimate Spider-Man*™ Game Pak into the Game Boy® Advance slot as described in your instruction manual.
2. Turn the Power Button **ON**.

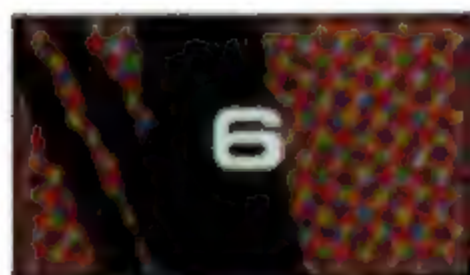




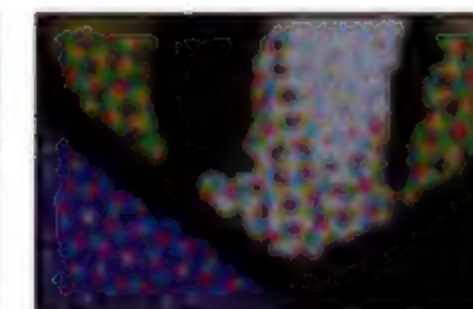


SPIDER-MAN CONTROLS

+Control Pad	Move/Crouch/Aim
B Button	Punch
A Button	Jump/Web Swing
START	Pause Menu
SELECT	Display current objective when Objective Compass is active.
R Button	Kick
L Button + +Control Pad	Aim for Capture Web or Web Zip. Aim for Impact Web when unlocked.
L Button	Capture Web
L + A Buttons	Web Zip
L + R Buttons	Impact Web, when unlocked.
+Control Pad ↑ + B Button	Uppercut, when unlocked
+Control Pad ↑ + R Button	Flip Kick, when unlocked



VENOM CONTROLS



+Control Pad	Move/Crouch/Aim
B Button	Punch
A Button	Jump
START	Pause Menu
SELECT	Display current objective when Objective Compass is active.
R Button	Tentacle Stun Attack/Feed
L Button + +Control Pad	Aim Tentacle Zip
L + A Buttons	Tentacle Zip
+Control Pad ↓ + B Button	Stomp Attack, when unlocked
+Control Pad ↑ + B Button	Spin Attack, when unlocked





BACKGROUND

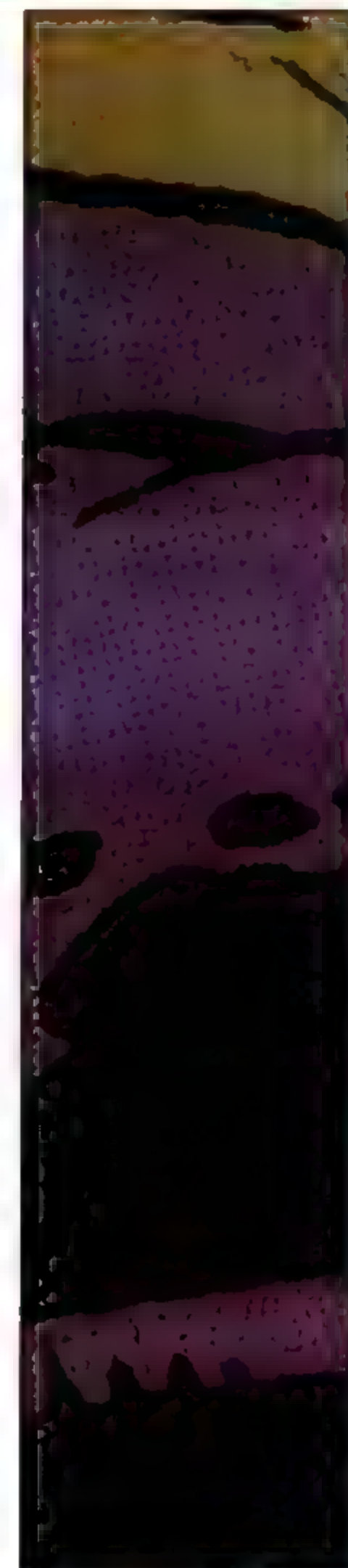
Before they died, Richard Parker and Eddie Brock, Sr. were scientists working on a cancer curing experiment. They created a black liquid intended to bond with the human body and transform into a protoplasmic suit. It was intended to enhance the strength and abilities of the host and use the body's natural chemistry to heal.

They never got a chance to test their invention. They discovered the company they worked for had plans to use it as a weapon. Both Parker and Brock were morally opposed to the plan, so they destroyed their work and intended to start over. Unbeknownst to Parker, Brock kept a small sample of the black liquid, a sample that his son Eddie, Jr. found years later and showed to Peter Parker.

Believing he could finish his father's work, Peter broke into the laboratory where the sample was being stored and stole a small amount for his own experiments. Before too long, the suit began consuming Peter, forcing him to give it up.

When Eddie Brock, Jr. discovered what Peter had done, he was furious and took a sample of his own. He, too, was consumed by the suit, becoming the powerful and lethal Venom.

Soon after, Eddie tracked Peter to the high school, and a stormy confrontation ensued. When it was over, Peter believed Eddie was dead, even though his body had vanished. Now, three months later, Peter is haunted by nightmares of the suit eating him alive. He also feels he's being watched by someone or some *thing*.



MAIN MENU



Start Game – Select Start Game to begin playing *Ultimate Spider-Man*. In the **Save Slot Select** screen, you can begin a new game or continue playing a saved game.

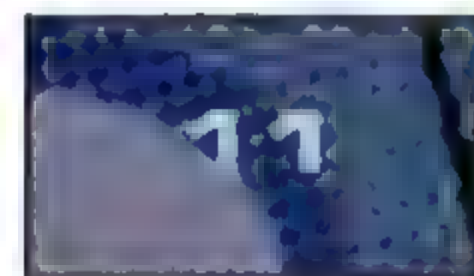
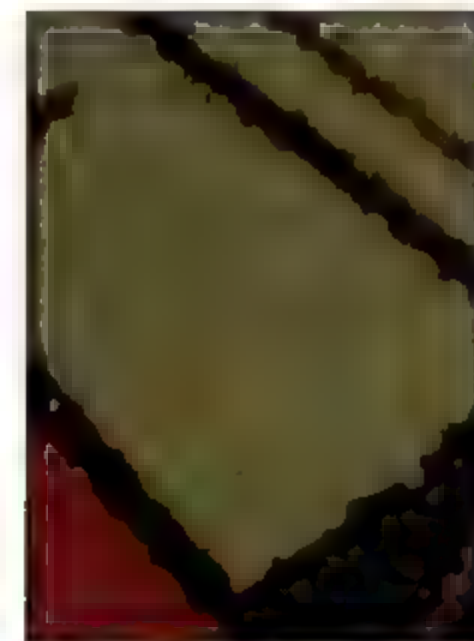
View Credits – Select View Credits to see a list of the hardworking people who brought you *Ultimate Spider-Man*.

SAVE SLOT SELECT

Start a new game or continue a saved game from the Save Slot Select screen. To start a new game, select the empty slot where you want to save your game by highlighting it and pressing the **A** Button. When you start a new game, you must select **Normal** mode. Once you have completed the game in Normal mode, you can begin a new game in **Challenge** mode. *Ultimate Spider-Man* saves your game automatically so you can continue your games later.

To continue a saved game, simply select the slot where your game is saved by highlighting it and pressing the **A** Button.

To erase an already saved game, select **Erase** and select the slot to erase using the **A** Button. Once you erase a game, it cannot be recovered.



ISSUE AND CHAPTER SELECT

After selecting the save slot and mode, choose an issue to play from the **Issue Select** screen. You have access to Issue 1 and any issues you may have unlocked during play. Press the +Control Pad Left or Right to choose the issue you want to play and select it by pressing the **A** Button.

After selecting the issue to play, choose a chapter from the **Chapter Select** screen. You can choose the first chapter of new issues as well as any chapters you may have unlocked during play. Press the +Control Pad Up or Down to choose the chapter you want to play and select it by pressing the **A** Button.

PAUSE MENU

To bring up the **Pause Menu**, press **START** during play.

The **Pause Menu** options are:

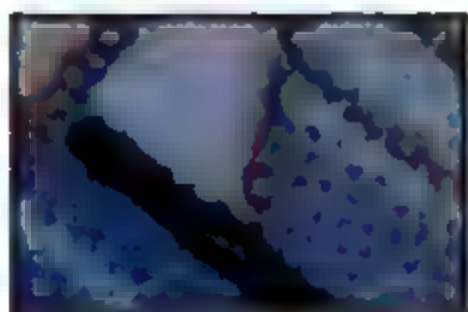
Resume – Continue your game.

Quit Level – Exit the chapter and return to the Chapter Select screen.

Sleep – Use the Sleep function to take a short break from your game. Press **SELECT** + **L** Button + **R** Button to wake.

Sound – You can adjust the music and sound effect volumes from here.





ON-SCREEN DISPLAY

**Spider-Man's
Web Fluid
Meter**

**Spider-Man's
Health Meter**



**Objective
Compass**

**Extra
Web Fluid
Containers**

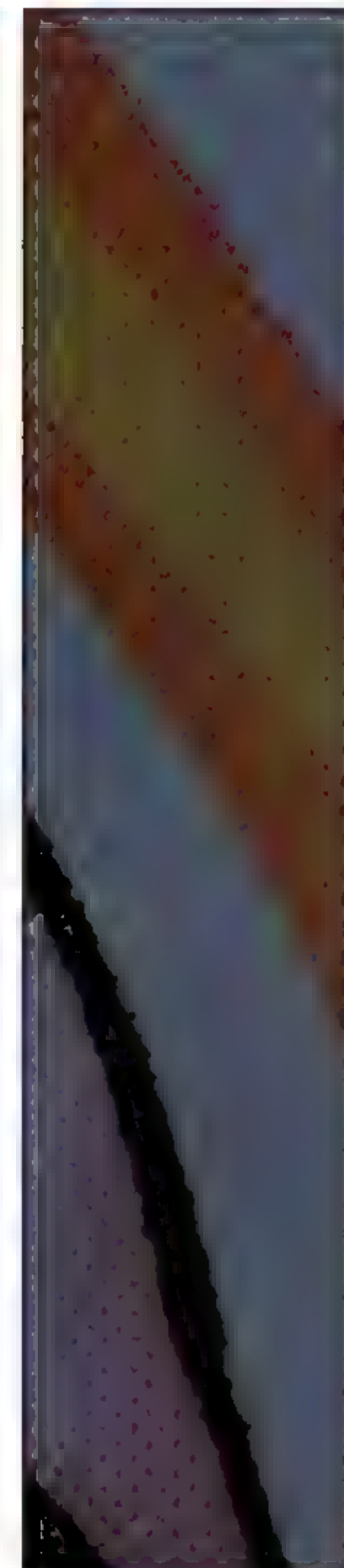


Spider-Man's Health Meter – Spider-Man's health is indicated by the green bar at the top left of the screen. Spider-Man can replenish his health by grabbing health pick-ups, which can be found in the different chapters.

Spider-Man's Web Fluid Meter – Spider-Man's remaining web fluid is indicated by the blue bar in the top left corner of the screen, directly underneath his health meter. Spider-Man's web fluid depletes as he spins webs to swing, zip and wrap up enemies. Spider-Man can replenish his web fluid reserves by collecting web fluid pick-ups, which can be found in the different chapters.

Venom Health Meter – Venom's health is indicated by the green bar at the top left of the screen. As the suit feeds on Venom, his health decreases over time. Venom can replenish his health by draining the life from his enemies.

Objective Compass – The Objective Compass at the top of the screen appears when there's something important for Spider-Man or Venom to attend to. Press **SELECT** while the compass is displayed to see your objectives. Follow the arrow to reach your objectives.



BASIC CONTROLS

MENU CONTROLS

Use the +Control Pad to navigate the menu screens. Press the **A** Button to advance and the **B** Button to go back.

CUTSCENE CONTROLS

Press the **A** Button to advance through cutscenes.

IN-GAME CONTROLS

SPIDER-MAN MOVEMENT

To **run**, press ← or → on the +Control Pad.

To **crouch**, press ↓ on the +Control Pad.

When **crawling** on the ground, wall or ceiling, use the +Control Pad to crawl in the direction you want.

To **jump**, press the **A** Button. Hold the **A** Button longer to jump higher.

To **web swing**, press and hold the **A** Button while in the air. Once you've completed a full swing, Spider-Man will release the web. You need to press the **A** Button again while in the air to shoot another web line and continue swinging. While swinging, press the +Control Pad in the opposite direction of your swing to swing slower.





Press the +Control Pad in the same direction of your swing to swing faster. Press the +Control Pad **↑** to swing higher.

To **web zip**, press and hold the **L** Button and a direction on the +Control Pad to aim. While holding the **L** Button and a direction on the +Control Pad, press the **A** Button to web zip to an available surface.

Press **START** at any time to bring up the **Pause Menu**.

SPIDER-MAN COMBAT

To **punch**, press the **B** Button.

To **kick**, press the **R** Button.

To perform an **advancing punch**, press the **B** Button while running.

To perform an **advancing kick**, press the **R** Button while running.

You can punch or kick in mid-air using the **B** or **R** Button.

You can perform different three-hit combinations of punching and kicking by correctly timing your attacks.

To perform an **uppercut punch**, press the **B** Button and **↑** on the +Control Pad at the same time.

To shoot a **capture web**, tap the **L** Button.

To **web zip**, shoot a web line. If the web line attaches to a surface, Spider-Man will automatically zip to it.

To **wall spring**, when on a wall, press away from the wall and use the **A** Button to jump horizontally away from the wall. (To jump down off of a wall, simply press the **A** Button.)



UNLOCKABLE MOVES

To perform a **flip kick**, press the **R** Button and **↑** on the +Control Pad at the same time.

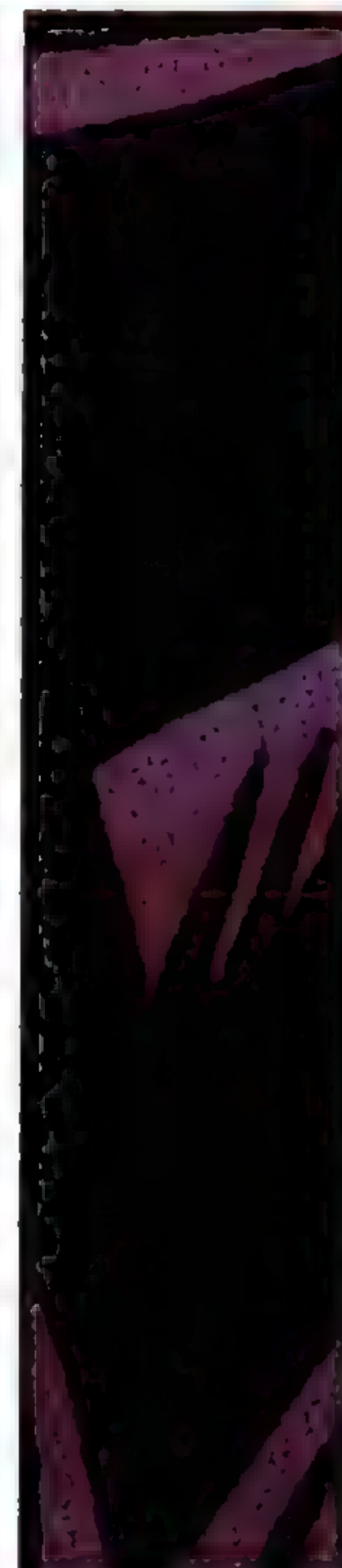
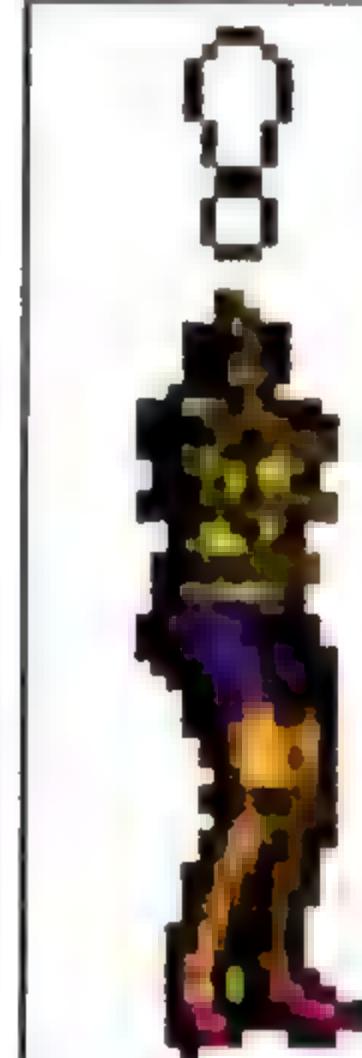
To **impact web**, press the **R** Button while holding the **L** Button and aiming with the +Control Pad.

OBJECT INTERACTION

Rescuing people – Spider-Man can rescue a civilian in peril by walking up to the person after eliminating nearby enemies or hazards.

Help info – ? icons give Spider-Man helpful information. Punch or kick the ? icon to read the text.

Upgrades – If an upgrade is hidden in a chapter, it will appear as a spinning icon on the Chapter Select screen. Find this icon in the chapter to unlock a new power or ability.

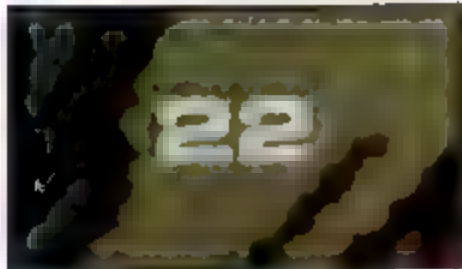




VENOM CONTROLS

Venom's symbiotic suit is slowly killing him. To combat these crippling effects, Venom must feed on enemies to keep his health up.

To feed on enemies, press the **R** Button while standing close to them. Venom must weaken some of his enemies before he can feed on them. The health bar under an enemy changes when feeding is possible.



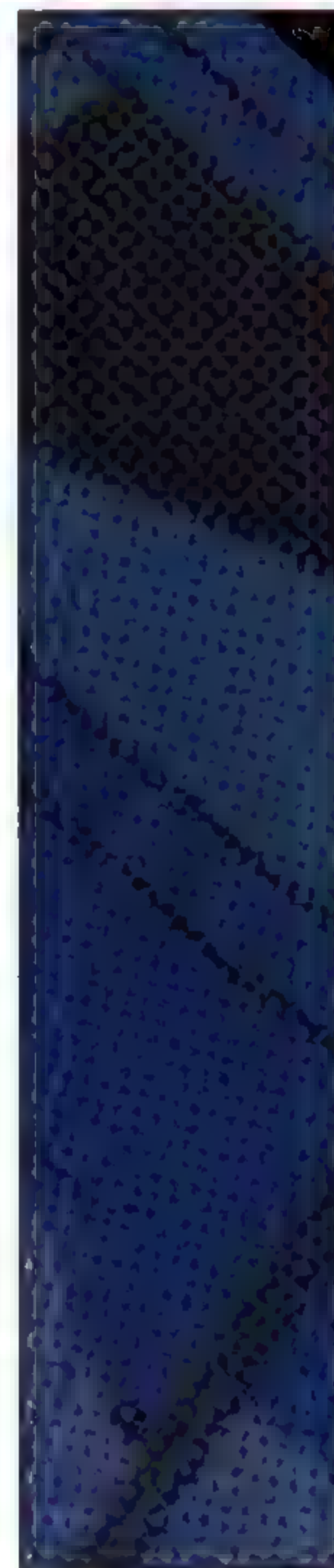
Punch – **B** Button

Tentacle Stun Attack – **R** Button

Jump – **A** Button

Feed – Hold the **R** Button when an enemy is near.

Tentacle Zip – Press and hold the **L** Button and a direction on the +Control Pad to aim. While holding the **L** Button and a direction on the +Control Pad, press the **A** Button to tentacle zip to an available surface.





VENOM MOVEMENT

To **run**, press ← or → on the +Control Pad.

To **crouch**, press ↓ on the +Control Pad.

When **crawling** on the ground, wall or ceiling, use the +Control Pad to crawl in the direction you want.

Jumping – Venom is unable to web swing, but he has a more powerful jump than Spider-Man. Press the **A** Button to jump.

Press **START** at any time to pause the game and bring up the **Pause Menu**.

Tentacle Zip – Venom can use his tentacles to zip to surfaces. This move is performed in the same manner as Spider-Man's web zip. If the tentacle attaches to a surface, Venom will automatically zip to it.

VENOM COMBAT

Bite Attack – **B** Button while crawling.

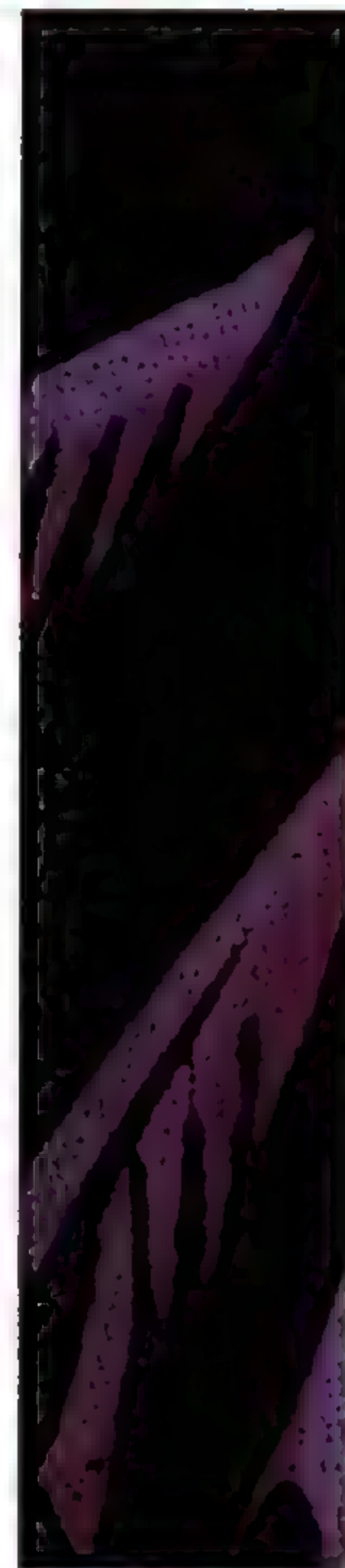
Jumping Tentacle Strike – Jump, then press the **B** Button.

Jumping Stun Attack – Jump, then press the **R** Button.

UNLOCKABLE MOVES

Stomp Attack – Jump, then press ↓ on the +Control Pad and the **B** Button.

Spin Attack – Press ↑ on the +Control Pad and the **B** Button.



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thank the development
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content used in the
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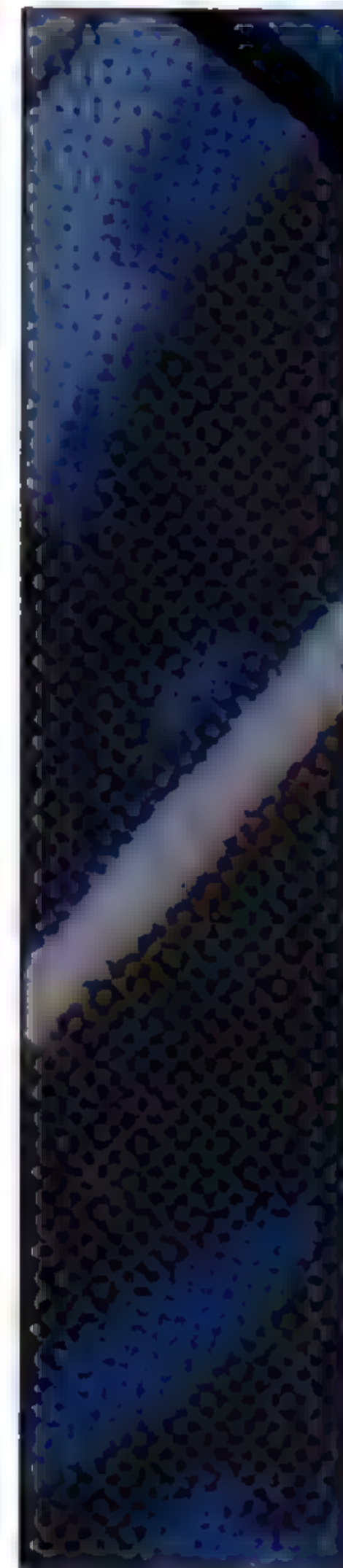
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When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

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